

## **Smart Board 600 Series**

You can use a diluted bleach solution (10% bleach and 90% water) or household cleaners such as Fantastik, Formula 409, Windex with Ammonia-D or Mr. Clean to disinfect your SMART Board interactive whiteboard. It is suggested to turn off the smart board or disconnect the computer so you don't inadvertently mess up your desktop. To view dirt or streaks more easily, set your projector to standby (lamp off).

Some of the older pens aren't designed to reflect infrared light, and the pen tray sensors might not detect them reliably. Smart suggests wrapping light colored tape around a substitute pen to improve the reflection of infrared light and help with detection.

## **Epson PowerLite 822+**

The projector has an optional sleep mode that will turn off the lamp after inactivity or a certain length of time.

You can create a logo that appears when the projector is turned on or A/V mute is on. Menu- Extended Menu- Users logo

It is possible to setup a password to prevent projector from being turned on and/or having the settings changed. If the password is entered wrong three times in a row you need to unplug it and then plug it back in. If a wrong password is entered 30 times in a row then you have to call Epson to unlock it. The default password is 0000. Press and hold the Freeze button on the remote for 5 seconds. A menu screen will appear select Password- Change the Password- Enter 4 digit password

It is possible to disable the buttons of the projector. This will keep students from touching buttons while you are using you're the remote. A full lock is possible where all buttons are locked or an operation lock that locks all keys except the power button. Menu- Settings- Operation Lock- Full Lock/Operation Lock

## **AVerVision300AF+**

The arm extends up to 4.8 inches long. This allows you to project the full view of an A4 paper.

There is a switch on the camera head to deactivate laser positioning pointers.

There is a remote!

- Reverse button rotates the image 180°.
- Mirror flips the image in camera mode.

There is a timer function to serve as a reminder. When time has expired it will flash in the top corner. Menu- timer- ←or→ to set time